

★Caring for Word Show

For smudge-resistant scoring, write directly on the scoreboards with a wet-erase marker. Test your marker on a small area of the scoreboard. When you are done, use a damp cloth to erase any writing. You may also use a dry-erase marker.

★Make-Your-Own Game Cards

Create your own custom *Word Show* game cards to review words from your weekly vocabulary lists, vocabulary words drawn from student reading, even content-area or academic vocabulary words. Just reproduce the card below and fill in the clues. Blank letter cards are provided, if necessary. You can have students create game cards to challenge their classmates too! This is a great way to involve students in vocabulary-building and research skills.

© Educational Insights, Inc.	10	Synonym:
	10	Bonus Clue:
	10	Definition:
	30	Part of Speech:
	40	Syllables:
	20	Sentence:

★Word Show Words

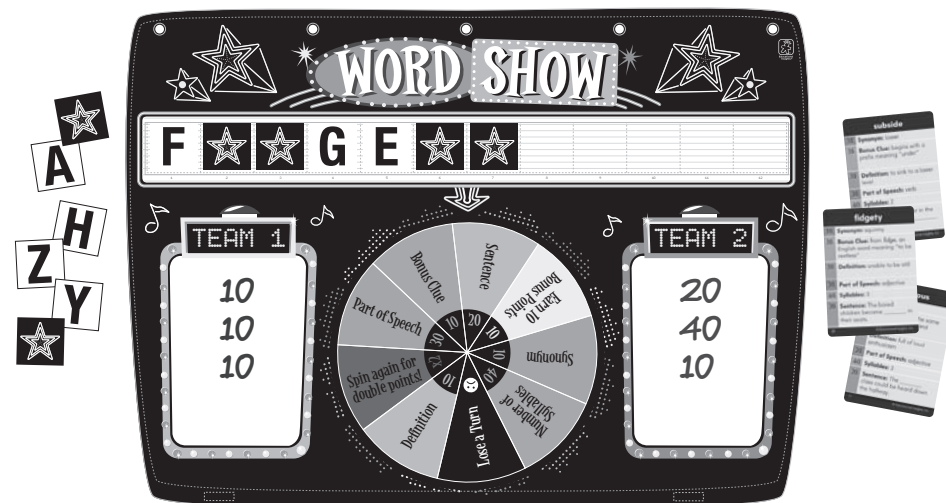
abolish, abundant, accelerate, astonishing, attire, awkward, benevolent, bestow, bizarre, boisterous, bulge, chaos, chortle, clarify, coarse, colossal, comical, conceal, conform, considerate, console, consume, contentment, courageous, criticism, delectable, demolish, depart, desolate, disperse, drowsy, essential, etiquette, exorbitant, fabrication, fascinating, fathom, fidgety, finicky, flawless, flimsy, fracture, frigid, glossy, hideous, identical, innocuous, insist, irrational, jovial, loathe, luminous, manufacture, meander, memorable, misery, misbehavior, moist, momentous, monarch, murmur, novice, numerous, oblivious, opponent, peril, permanent, persevere, ponder, potent, precious, prohibit, quarrel, quench, rapid, reluctant, rigid, rotund, seize, shriek, silence, slither, stifle, subside, summit, sweltering, tardy, timid, torrent, transport, triumph, trivial, unkempt, vacant, vanish, verify, vigorous, wealthy, yearn

Word Show™

The ultimate vocabulary showdown!

Teacher's Guide

Word Show™ is an exciting, fast-paced guessing game that's perfect for developing vocabulary and critical-thinking skills. Simply hang the colorful *Word Show* chart and insert the letter cards of a "mystery word" face down in the pockets. Students take turns spinning the jumbo spinner and hearing clues—from synonyms and definitions to word origins and rhyming clues. If students guess the letters of the word correctly, they score points and earn a chance to win the game!



Includes:

- ★ *Word Show* game chart with the following:
 - Pockets for displaying letter cards
 - Jumbo spinner with 9 categories
 - Storage pocket on the back
- ★ 100 Game cards
- ★ 45 Letter cards
- ★ 15 Blank letter cards for make-your-own Game Card activities or to replace lost or damaged letters
- ★ Teacher's Guide



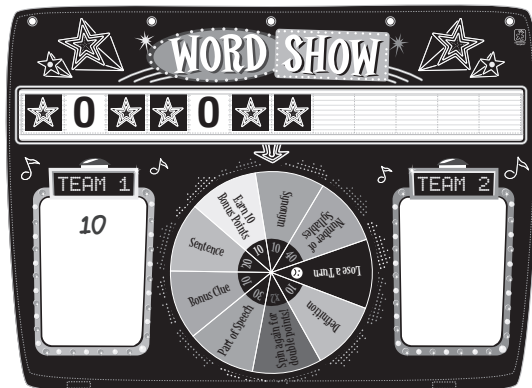
WARNING:
 CHOKING HAZARD—Small parts.
 Not for children under three (3) years.

★ Getting Ready

1. Hang *Word Show* from magnetic hooks on your whiteboard or on a wall low enough so that students can easily spin the spinner. The chart must hang against a flat surface so that the teacher or designated scorekeeper can easily write on the scoreboards. If you wish, have a timer available.
2. Choose a game card featuring a “mystery word,” and gather the letter cards for that word. The game cards are numbered, but you may use them in any order. For a list of the included words, see the back of this guide.
3. Insert the cards face down into the pockets, arranging the letters in order. Numbers on *Word Show* make it simple.
4. Divide the class into two teams. Or, select several students to make up the teams, and assign the remainder of the class to be the audience.
5. One player from each team spins the spinner. The team with the higher point value goes first.

★ Playing the Game

6. A player from the first team spins the jumbo spinner. If a clue category is spun, read the corresponding clue from the game card aloud. Clues include: synonym, bonus clue (the content of these clues vary), definition, part of speech, number of syllables, and sentence. (See *Spinner Categories* for an explanation of the game play when a category other than a clue category is spun.)
7. The team confers and guesses a letter. (If you have large teams, you may wish to have students take turns at guessing a letter.) If correct, the team earns the points allotted for that clue. Turn over the matching letter card(s) and use a wet-erase marker to record the points on the team’s scoreboard. (See *Caring for Word Show*.) However, if the team guesses incorrectly, no points are awarded.
8. Here is an example using the word *console*. Team 1 spins and lands on *Synonym*. After hearing the corresponding clue (*comfort*), the team guesses the letter *o*. Turn over the two *o* cards. Write 10 points on Team 1’s scoreboard.
9. The game continues with teams taking turns spinning for clues and guessing letters. Record the points on the scoreboards for each correct guess. The game continues with teams taking turns spinning for clues and guessing letters. Record the points on the charts for each correct guess.



10. A team may guess the word any time after guessing a letter correctly. If they guess correctly, they win the round. Only the team that wins the round keeps their points for the next round. If all letters have been revealed before a team guesses the word, neither team wins.

Guess Wisely!

To discourage wild or random guessing, incorrect guesses are penalized 10 points.

★ THE WINNER

The team with the most points after three rounds wins *Word Show*!

★ Spinner Categories

Besides the six clue categories, the spinner contains the following:

Lose a Turn – The team loses its turn and does not guess a letter.

Spin Again for Double Points – The team spins again. If the team guesses a correct letter, the point value of the next category spun is doubled.

Earn 10 Bonus Points – The team guesses a letter (no clue is read) and earns 10 extra points (for a total of 20 points) for a correct guess.

★ If A Clue Category Is Spun More Than Once

If the spinner lands on a clue category more than once, simply have the team guess a letter. For example, if *Synonym* is spun and the synonym for the mystery word has already been given on a previous turn, reread the clue and have the team guess a letter. If the guess is correct, award the points allotted for that clue.

★ Word Show Variations

Single-round Speed Game

In a single-round game, clue point values are ignored. Players take turns spinning for clues and guessing letters. The first team to guess the word wins.

Multi-round Challenge Game

You can play as many rounds of *Word Show* as you have time for! Play during free time, after lunch, before dismissal, etc. This is a great way to reinforce your weekly vocabulary words. Play like the standard 3-round game, with the winning team for each round keeping their points. The winning team is the one with the most points at the end of your predetermined number of rounds.